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☐	L32	L27 and MPEG4	106
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☐	L30	('6754277'| '6768775'| '20010005385'| '20020018565')![pn]	4
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☐	L29	6,888,895.pn.	1
		DB=PGPB,USPT; PLUR=YES; OP=OR	
☐	L28	L27 same MPEP	1
☐	L27	(video adj object adj planes) or VOP	2426
☐	L26	(content adj adapt$) with (audio adj event) with multimedia	1
		DB=USPT; PLUR=YES; OP=OR	
☐	L25	(content adj adapt$) with (audio adj event) with multimedia	0
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	L21	L10 and (compar$ or determin$ or rank$) near5 ((content adj entit$) or attribute$1) same ((directed adj graph$1) or DAG)	0
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	L19	(multimedia adj content adj analysis)	36
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	L15	L8 and ((video near2 sequence$1) same (directed adj graph$1))	0
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	L10	L9 and L7	855
	L9	(order$ or rank$ or compar$) with multimedia	6731
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	L5	709/(231,247).ccls.	99875
	L4	715/(619,723).ccls.	100745
	L3	(715/501.1).ccls.	1554
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✓ **1** MPEG-4: an object-based multimedia coding standard supporting mobile applications ⋏ ■
Atul Puri, Alexandros Eleftheriadis
June 1998 **Mobile Networks and Applications**, Volume 3 Issue 1
Publisher: Kluwer Academic Publishers
Full text available: 📄 pdf(747.80 KB)   Additional Information: full citation, abstract, references, citings, index terms, review

> The ISO MPEG committee, after successful completion of the MPEG-1 and the MPEG-2 standards is currently working on MPEG-4, the third MPEG standard. Originally, MPEG-4 was conceived to be a standard for coding of limited complexity audio-visual scenes at very low bit-rates; however, in July 1994, its scope was expanded to include coding of scenes as a collection of individual audio-visual objects and enabling a range of advanced functionalities not supported by other standards. One of the ke ...

2 Open source competition: Flavor: a formal language for audio-visual object representation ■
Alexandros Eleftheriadis, Danny Hong
October 2004 **Proceedings of the 12th annual ACM international conference on Multimedia MULTIMEDIA '04**
Publisher: ACM Press
Full text available: 📄 pdf(91.97 KB)   Additional Information: full citation, abstract, references, index terms

> We present Flavor, a formal language for audio-visual object representation, that has been developed to describe any coded multimedia data in formats such as GIF, JPEG and MPEG. The language comes with a translator for generating C++/Java code from the Flavor description, and the generated code can include bitstream reading, writing and tracing methods. Since Version 5.0, the translator has been enhanced to also support XML. With the enhanced translator, the generated C++/Java code can includ ...

Keywords: XFlavor, flavor, media representation

3 Streaming: Multi-object video error recovery over wireless networks ■
Nadjib Achir
October 2005 **Proceedings of the 1st ACM workshop on Wireless multimedia networking and performance modeling WMuNeP '05**
Publisher: ACM Press
Full text available: 📄 pdf(177.09 KB)   Additional Information: full citation, abstract, references, index terms

> In this paper, we investigate the use of a FEC-based error control mechanism for loss protection in wireless MO video systems. The Multi-Object video coding schemes enhances the traditional concept of video sequence and proposes a synchronized set of video objects (VO) organized in a flexible way. According to this new paradigm, wireless MO video delivery becomes one of the greatest challenges in the near future. Unfortunately, wireless networks are characterized by large number of packet losses ...

Keywords: dynamic programming, multi-object video coding, optimal allocation, rate control, video quality

4 Columns: Standards pipeline: ongoing standards work makes great strides ■
George S. Carson
February 1999 **ACM SIGGRAPH Computer Graphics**, Volume 33 Issue 1
Publisher: ACM Press
Full text available: 📄 pdf(284.35 KB)   Additional Information: full citation

5 Video Processing: Motion-based segmentation and contour-based classification of video objects
Gerald Kühne, Stephan Richter, Markus Beier
October 2001 **Proceedings of the ninth ACM international conference on Multimedia MULTIMEDIA '01**
Publisher: ACM Press
Full text available: pdf(1.74 MB)   Additional Information: full citation, abstract, references, citings, index terms

The segmentation of objects in video sequences constitutes a prerequisite for numerous applications ranging from computer vision tasks to second-generation video coding.We propose an approach for segmenting video objects based on motion cues. To estimate motion we employ the 3D structure tensor, an operator that provides reliable results by integrating information from a number of consecutive video frames. We present a new hierarchical algorithm, embedding the structure tensor into a multiresolu ...

Keywords: curvature scale, motion segmentation, object classification, space, structure tensor

6 Reception and posters: A new scanning method for H.264 based fine granular scalable video coding
Won-Sik Cheong, Kyuheon Kim, Gwang Hoon Park
November 2003 **Proceedings of the eleventh ACM international conference on Multimedia MULTIMEDIA '03**
Publisher: ACM Press
Full text available: pdf(418.61 KB)   Additional Information: full citation, abstract, references, index terms

In this paper, we introduce a new scanning method for H.264 based Fine Granular Scalable video coding, which can significantly improve the subjective picture quality of a decoded scalable video. Since the network condition is fluctuated, it is often happened that the important part of the streaming data, especially video sequences, cannot be transmitted, and thus a viewer watches less interesting parts of the sequences or poorer quality of pictures in important regions. Therefore, this paper pre ...

Keywords: AVC, FGS, H.264, MPEG-4, video coding, water ring

√**7** Robust compression and transmission of MPEG-4 video
Steven Gringeri, Roman Egorov, Khaled Shuaib, Arianne Lewis, Bert Basch
October 1999 **Proceedings of the seventh ACM international conference on Multimedia (Part 1) MULTIMEDIA '99**
Publisher: ACM Press
Full text available: pdf(1.46 MB)   Additional Information: full citation, abstract, references, citings, index terms

This paper discusses issues related to the delivery of MPEG-4 video over the Internet and wireless channels. MPEG-4's built-in error resilience capabilities such as flexible re-synchronization markers, data partitioning, header protection, reversible VLCs, and forced intra-frame refresh are described. Methods for using these techniques to build a "smart" network decoder are discussed, and the decoder's video quality is measured for various channel error conditions. The effective ...

Keywords: MPEG-4, error mitigation, error resilience, robust video

8 Multimedia coding and security: Improved p-domain rate control and perceived quality optimizations for MPEG-4 real-time video applications
Michael Militzer, Maciej Suchomski, Klaus Meyer-Wegener
November 2003 **Proceedings of the eleventh ACM international conference on Multimedia MULTIMEDIA '03**
Publisher: ACM Press
Full text available: pdf(412.39 KB)   Additional Information: full citation, abstract, references, index terms

The paper describes bit rate control for a one-pass MPEG-4 video encoding algorithm in order to make it suitable for real-time applications. The proposed control method is of low computational complexity and more accurate than previous approaches. In result, the rate-control buffer size which highly influences the latency between a video sender and receiver can be decreased significantly. Additionally, a solution is proposed for increasing the perceived quality by introducing an advanced bit all ...

Keywords: "MPEG-4", "bit rate control", "live streaming", "p-domain", "quality optimization", "real-time", "video encoding"

9 Multimedia coding and security: Layered coding vs. multiple descriptions for video streaming over multiple paths
J. Chakareski, S. Han, B. Girod
November 2003 **Proceedings of the eleventh ACM international conference on Multimedia MULTIMEDIA '03**
Publisher: ACM Press

Full text available: pdf(278.16 KB)   Additional Information: full citation, abstract, references, citings, index terms

In this paper, we examine the performance of specific implementations of multiple description coding and of layered coding for video streaming over error-prone packet switched networks. We compare their performance using different transmission schemes with and without network path diversity. It is shown that given the specific implementations there is a large variation in relative performance between multiple description coding and layered coding depending on the employed transmission scheme. Fo ...

Keywords: automatic repeat request (ARQ), layered coding, multiple description coding, optimized streaming, packet path diversity, rate-distortion

10   Content analysis: RETAVIC: using meta-data for real-time video encoding in multimedia servers

Maciej Suchomski, Michael Militzer, Klaus Meyer-Wegener
June 2005   **Proceedings of the international workshop on Network and operating systems support for digital audio and video NOSSDAV '05**
Publisher: ACM Press
Full text available: pdf(273.78 KB)   Additional Information: full citation, abstract, references, index terms

In a situation where many different output formats tailored to certain environments must be generated upon request from a single generic storage format of a video object, transformations in real-time must be available. The paper introduces the building blocks of a system that can provide such transformations. A non-real-time preparation phase produces a layered lossless format and also does content analysis. Meta-data extracted here are later used to control and sim-plify the transcoding process ...

Keywords: format independence, layered lossless video coding, media servers, real-time, scalable storage, transcoding, video conversion, video streaming

11   Session I: QoS in ad hoc and infra-structure based wireless networks: TranScaling: a video coding and multicasting framework for wireless IP multimedia services

Hayder Radha
July 2001   **Proceedings of the 4th ACM international workshop on Wireless mobile multimedia WOWMOM '01**
Publisher: ACM Press
Full text available: pdf(394.32 KB)   Additional Information: full citation, abstract, references, index terms

The convergence of the Internet with new wireless and mobile networks is creating a whole new level of heterogeneity in multimedia communications. This increased level of heterogeneity emphasizes the need for scalable and adaptive video solutions both for coding and transmission purposes. However, in general, there is an inherent tradeoff between the level of scalability and the quality of scalable video streams. In other words, the higher the bandwidth variation, the lower the overall video qua ...

12   Mobile entertainment: Unacceptability of instantaneous errors in mobile television: from annoying audio to video

Satu Jumisko-Pyykkö, Vinod Kumar M. V., Jari Korhonen
September 2006   **Proceedings of the 8th conference on Human-computer interaction with mobile devices and services MobileHCI '06**
Publisher: ACM Press
Full text available: pdf(292.29 KB)   Additional Information: full citation, abstract, references, index terms

As in many digital telecommunications systems, the received data streams over Digital Video Broadcasting for Handhelds (DVB-H) may contain bursty transmission errors. The bursty error characteristics affect the end users' perceived audiovisual quality. This study examined the perceived unacceptability of instantaneous but noticeable audio, visual and audiovisual errors. The erroneous streams were generated from four popular television contents by applying three simulated error patterns with diff ...

Keywords: audio, audiovisual quality, perception, transmission errors, video

√13   Transmitting MPEG-4 video streams over the Internet: problems and solutions

Gerald Kühne, Christoph Kuhmünch
October 1999   **Proceedings of the seventh ACM international conference on Multimedia (Part 2) MULTIMEDIA '99**
Publisher: ACM Press
Full text available: pdf(516.94 KB)   Additional Information: full citation, references, citings, index terms

Keywords: MPEG-4, RTP payload, real-time transport protocol, video on demand

14 Multimedia and hypermedia authoring: Live editing of hypermedia documents

Romualdo Monteiro de Resende Costa, Márcio Ferreira Moreno, Rogério Ferreira Rodrigues, Luiz Fernando Gomes Soares

October 2006 **Proceedings of the 2006 ACM symposium on Document engineering DocEng '06**

Publisher: ACM Press

Full text available: ▧ pdf(236.34 KB)   Additional Information: full citation, abstract, references, index terms

In some hypermedia system applications, like interactive digital TV applications, authoring and presentation of documents may have to be done concomitantly. This is the case of live programs, where not only some contents are not known a priori, but also some temporal and spatial relationships, among program media objects, may have to be established after the unknown content definition. This paper proposes a method for hypermedia document live editing, preserving not only the presentation semanti ...

Keywords: NCL, SBTVD, declarative middleware, ginga, interactive digital TV

15 Design space exploration: Accelerating design space exploration using pareto-front arithmetics

Christian Haubelt, Jürgen Teich

January 2003 **Proceedings of the 2003 conference on Asia South Pacific design automation ASPDAC**

Publisher: ACM Press

Full text available: ▧ pdf(245.55 KB)   Additional Information: full citation, abstract, references

In this paper, we propose an approach for the synthesis of heterogeneous (embedded) systems, while exploiting a hierarchical problem structure. Particular to our approach is that we explore the set of so-called *Pareto-optimal solutions*, i.e., optimizing multiple objectives simultaneously. Since system complexity grows steadily leading to giant search spaces which demand for new strategies in design space exploration, we propose *Pareto-Front Arithmetics* (PFA) using results of subsys ...

16 Open Source in MPEG

Leonardo Chiariglione

March 2001 **Linux Journal**

Publisher: Specialized Systems Consultants, Inc.

Full text available: ▧ html(28.22 KB)   Additional Information: full citation, abstract, references, citings, index terms

A History of MPEG.

17 Fast motion estimation for real-time shape-adaptive MPEG-4 encoding

Peter Kauff, Klaas Schüür

November 2000 **Proceedings of the 2000 ACM workshops on Multimedia MULTIMEDIA '00**

Publisher: ACM Press

Full text available: ▧ pdf(380.99 KB)   Additional Information: full citation, abstract, references, index terms

This paper presents a fast motion estimator which can be used for real-time MPEG-4 encoding of arbitrarily shaped video objects. The approach is based on an existing algorithm which has already been applied successfully to format conversion. To exploit it for shape-adaptive coding, the algorithm has been adapted to the special properties of the MPEG-4 standard. With this new tool it becomes possible to encode arbitrarily shaped video objects (CIF, 25 Hz) in real-time with a MPEG-4 software en ...

Keywords: MPEG-4, motion estimation, pixel-recursive matching, recursive block matching, shape-adaptive coding

18 VLSI Design: Reconfigurable repetitive padding unit

Georgi Kuzmanov, Stamatis Vassiliadis

April 2002 **Proceedings of the 12th ACM Great Lakes symposium on VLSI GLSVLSI '02**

Publisher: ACM Press

Full text available: ▧ pdf(223.80 KB)   Additional Information: full citation, abstract, references, index terms

This paper proposes a reconfigurable processing unit, which performs the MPEG-4 repetitive padding algorithm in real time. The padding unit has been implemented as a scalable systolic structure of *processing elements*. A generic array of PE has been described in VHDL, and the functionality of the unit has been validated by simulations. In order to determine the chip area and speed of the padding structure, we have synthesized the structure for two FPGA families - Xilinx and Altera. The sim ...

19 Real world applications: Improving EA-based design space exploration by utilizing symbolic feasibility tests

Thomas Schlichter, Christian Haubelt, Jürgen Teich

June 2005 **Proceedings of the 2005 conference on Genetic and evolutionary computation GECCO**

'05
Publisher: ACM Press
Full text available: pdf(252.68 KB)   Additional Information: full citation, abstract, references, index terms

This paper will propose a novel approach in combining Evolutionary Algorithms with symbolic techniques in order to improve the convergence of the algorithm in the presence of large search spaces containing only few feasible solutions. Such problems can be encountered in many real-world applications. Here, we will use the example of *design space exploration* of embedded systems to illustrate the benefits of our approach. The main idea is to integrate symbolic techniques into the Evolutionar ...

Keywords: application, multi-objective optimization, speedup technique

20 (Special session) presentation + poster disscussion: university design contest: A bandwidth and memory efficient MPEG-4 shape encoder
Kun-Bin Lee, Nelson Yen-Chung Chang, Hao-Yun Chin, Hui-Cheng Hsu, Chein-Wei Jen
January 2004 **Proceedings of the 2004 conference on Asia South Pacific design automation: electronic design and solution fair ASP-DAC '04 , Proceedings of the 2004 conference on Asia South Pacific design automation: electronic design and solution fair ASP-DAC '04**
Publisher: IEEE Press
Full text available:
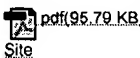
pdf(95.79 KB) Publisher   Additional Information: full citation, abstract, references
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We have developed a shape encoder hardware for MPEG-4 video coding. On the one hand, the alpha component is compressed and therefore, the size and memory access of alpha frame memory can be reduced to 50% and 56.25% respectively. On the other hand, an efficient data transfer scheme combining the run length coding and addressing mode can reduce average data transfer time to 9.39% and accelerate the shape encoding process. The shape encoder can support MPEG-4 Main Profile at Level 4 in real-time. ...

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He, L.; Jarvis, S.A.; Spooner, D.P.; Bacigalupo, D.; Tan, G.; Nudd, G.R.;
Cluster Computing and the Grid, 2005. CCGrid 2005. IEEE International Symposium on
Volume 2, 9-12 May 2005 Page(s):855 - 862 Vol. 2
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☐   2. **Performance evaluation of scheduling applications with DAG topologies on multiclusters with independent local schedulers**
Ligang He; Jarvis, S.A.; Spooner, D.P.; Nudd, G.R.;
Parallel and Distributed Processing Symposium, 2006. IPDPS 2006. 20th International
25-29 April 2006 Page(s):8 pp.
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Volume 9, Issue 3, Sept. 1992 Page(s):7 - 20
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☐   4. **Coding and comparison of DAG's as a novel neural structure with applications to on-line handwriting recognition**
I-Jong Lin; Sun-Yuan Kung;
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☐   5. **On scheduling collaborative computations on the Internet, I: mesh-DAGs and their close relatives**
Rosenberg, A.L.;
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7. **A Systematic Approach for Application Migration in a Grid Computing Environment**
Chakrabarti, A.; Sengupta, S.; Upadhyay, A.; Damodaran, A.;
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8. **Minimum number of wavelengths equals load in a DAG without internal cycle**
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9. **On the granularity and clustering of directed acyclic task graphs**
Gerasoulis, A.; Yang, T.;
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10. **ADS-B within a multi-aircraft simulation for distributed air-ground traffic management**
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11. **A novel static task scheduling algorithm in distributed computing environment**
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Volume 2, 12-15 May 1998 Page(s):1069 - 1072 vol.2
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15. **Cost measures in VLSI array design**
Cappello, P.; Rajopadhye, S.;
Communications, Computers and Signal Processing, 1991., IEEE Pacific Rim Conference on
9-10 May 1991 Page(s):627 - 630 vol.2
Digital Object Identifier 10.1109/PACRIM.1991.160817

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16. **Indexing hierarchical structures using graph spectra**
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23-28 Oct. 2005 Page(s):207 - 214
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18. **A DAG-based approach to wireless scheduling**
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Volume 5, 16-20 May 2005 Page(s):3142 - 3148 Vol. 5
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19. **Efficient granularity and clustering of the directed acyclic graphs**
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